

FIG.2(a)

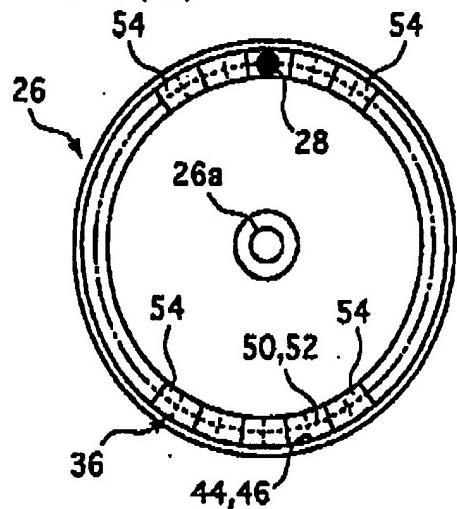


FIG.2(c)

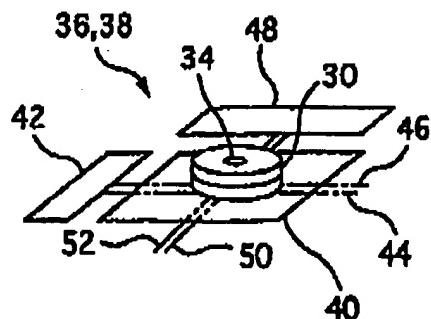
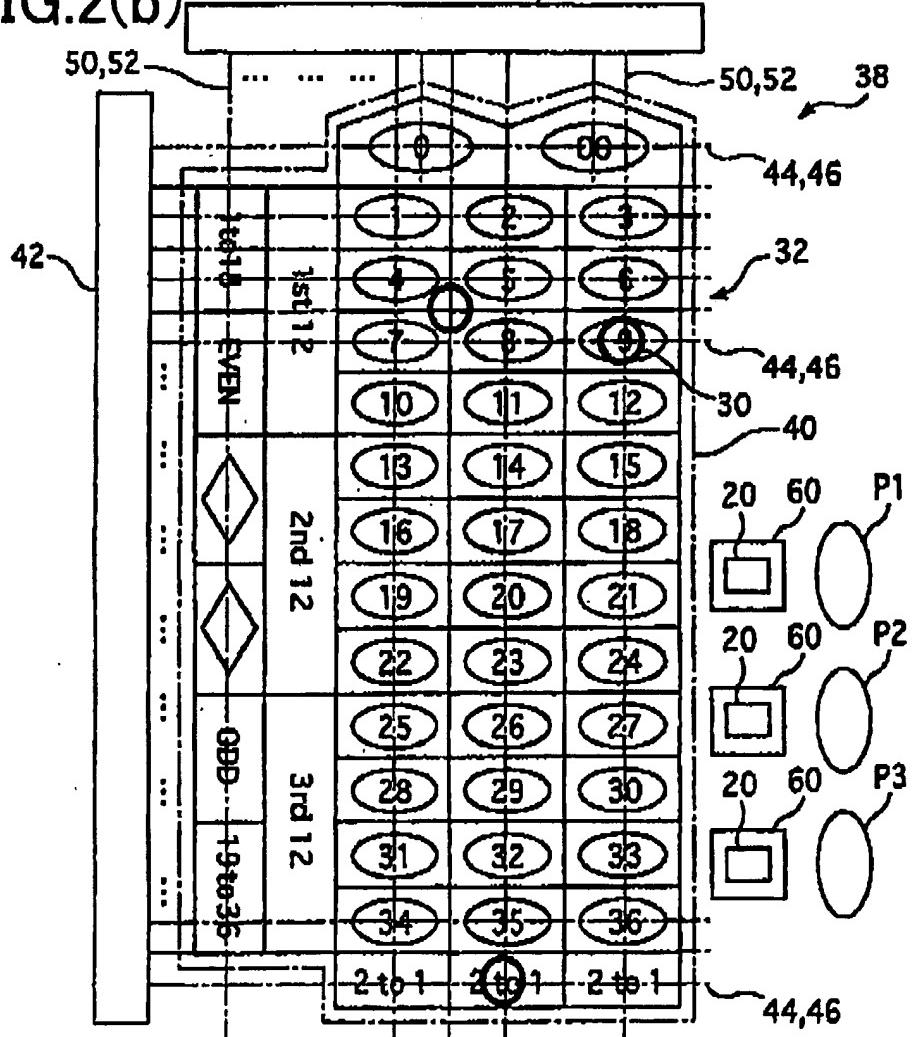


FIG.2(b)



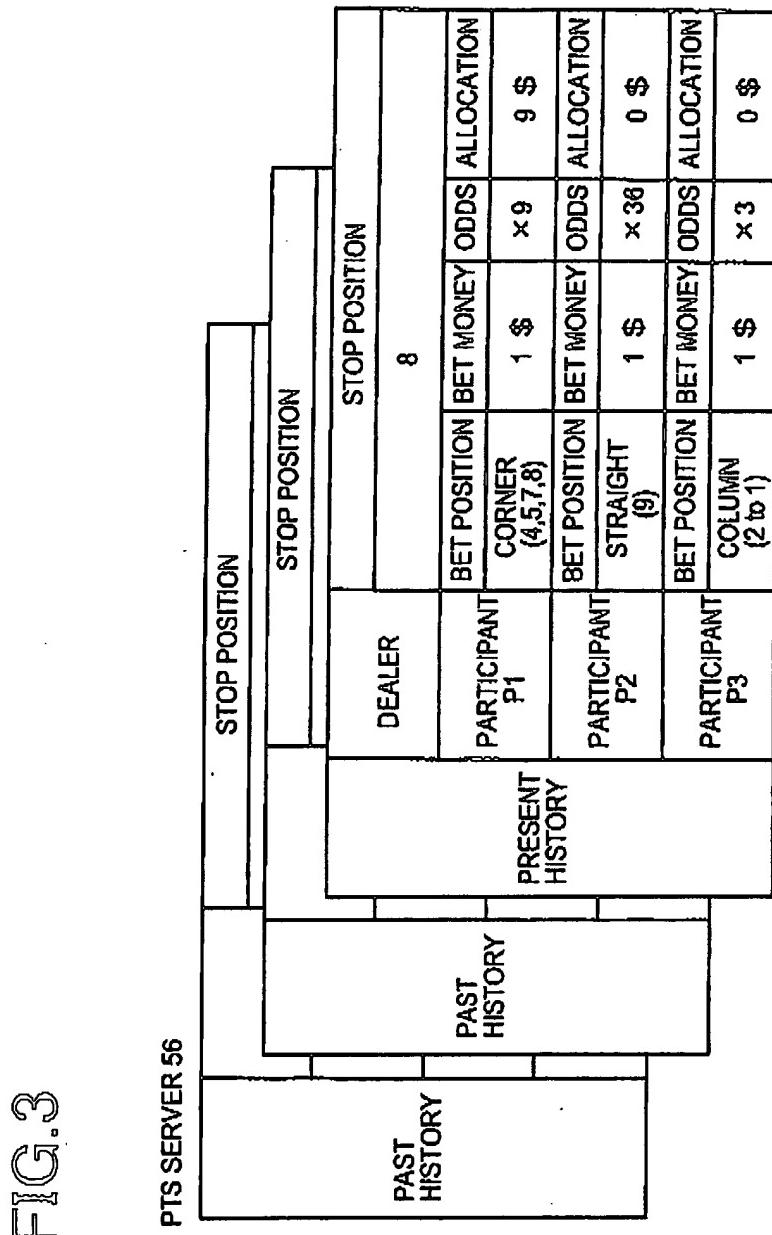


FIG. 4

Title: HOTEL MANAGEMENT SYSTEM FOR
COMPREHENSIVELY MANAGING USING STATE
OF HOTEL FACILITIES INCLUDING CASINO
Inventor: Jun FUJIMOTO
Appln. No.: Unknown
Docket No.: 024016-00075

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FIG.5(a)

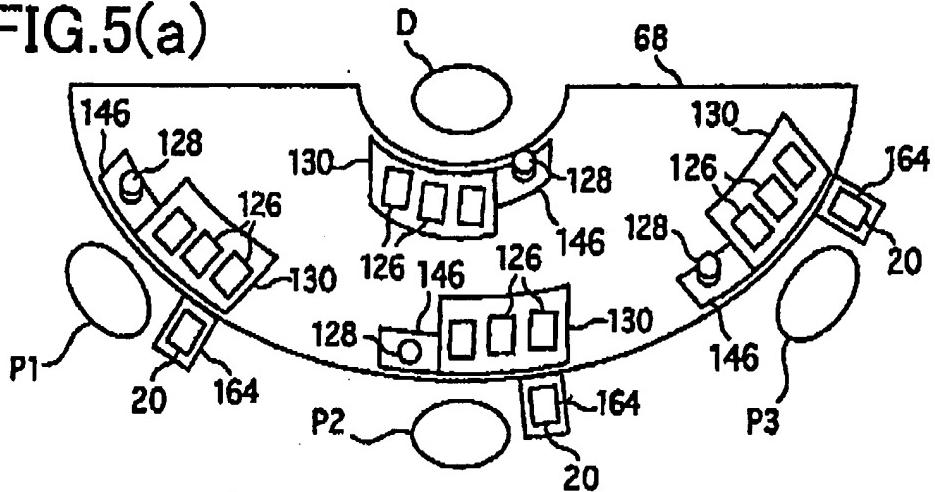


FIG.5(b)

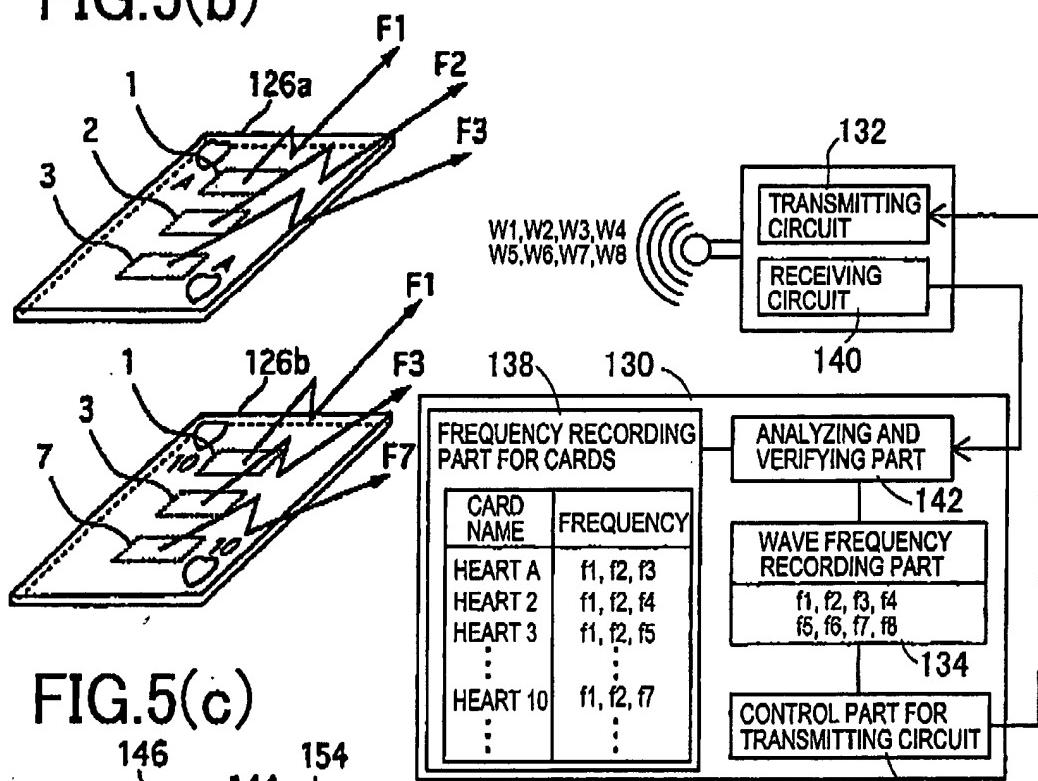


FIG.5(c)

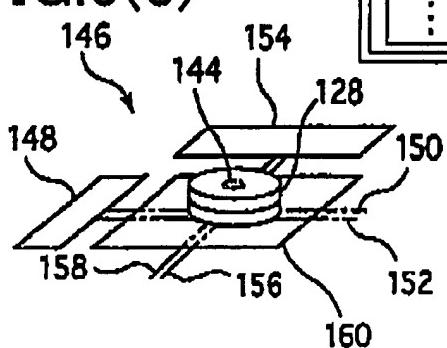


FIG.

PTS SERVER 56		AT START OF GAME		DURING GAME		AT END OF GAME	
	PARTICIPANTS	KINDS OF DEALT CARDS	NUMBER OF DEALT CARDS	MOVING HISTORY OF CARDS	KINDS OF HELD CARDS	NUMBER OF HELD CARDS	
PARTICIPANT P1	$\heartsuit A, \diamondsuit 2, \clubsuit 5$		3	$\heartsuit A \rightarrow \diamondsuit 2$ $\diamondsuit 2 \rightarrow \clubsuit 8$ ⋮	$\heartsuit 2, \diamondsuit 8, \clubsuit 5$	3	
PARTICIPANT P2	$\heartsuit 7, \diamondsuit A, \clubsuit Q$		3	$\heartsuit 7 \rightarrow \diamondsuit 2$ $\diamondsuit A \rightarrow \clubsuit 9$ ⋮	$\heartsuit 2, \diamondsuit 9, \clubsuit Q$	3	
PARTICIPANT P3	$\heartsuit 5, \diamondsuit 7, \clubsuit 8$		3	$\heartsuit 5 \rightarrow \diamondsuit 3$ $\diamondsuit 7 \rightarrow \clubsuit K$ ⋮	$\heartsuit 3, \diamondsuit K, \clubsuit 8$	3	
DEALER D	$\heartsuit 3, \diamondsuit J, \clubsuit 2$		3	$\heartsuit 3 \rightarrow \diamondsuit 3$ $\diamondsuit J \rightarrow \clubsuit 3$ ⋮	$\heartsuit 3, \diamondsuit 3, \clubsuit 2$	3	

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PTS SERVER 56		AT START OF GAME		DURING GAME		AT END OF GAME	
	PARTICIPANTS	KINDS OF BETTED GAME CHIPS	NUMBER OF BETTED GAME CHIPS	MOVING HISTORY OF CHIPS	KINDS OF OBTAINED GAME CHIPS	NUMBER OF OBTAINED GAME CHIPS	
	PARTICIPANT P1	1\$, 10\$	2	TO PARTICIPANT P2 ⋮	0\$	0	
PRESENT GAME	PARTICIPANT P2	1\$	1	1\$ × 3, 10\$ ⋮	1\$ × 3, 5\$, 10\$ × 3	7	
	PARTICIPANT P3	1\$, 10\$	2	TO PARTICIPANT P2 ⋮	0\$	0	
	DEALER 0	5\$, 10\$	2	TO PARTICIPANT P2 ⋮	0\$	0	